1-2: *cruel • depraved • brave • hungry • miserable • insane*
3-4: *degenerate • kind • obsessive • magical • superior • barbaric*
5-6: *mutated • greedy • generous • hateful • fearful • trapped*

A Simple Solo Delve

so·lo [*verb*] 1. to perform or accomplish something by oneself.

Ready for adventure? You need a game system (like D&D), some dice, a character, and a way to take notes.

You'll play the game system you chose; this framework will play the GM's role.

Whenever the GM would do a GM thing – set a scene, answer a question, act as an NPC – ask the Oracle or roll on a random chart instead.

When interpreting, trust your instincts and discard nonsense!

The Oracle

1-	2	3	4	5	6+
No and	No	No but	Yes but	Yes	Yes and

An "and" answer is intensified. A "but" answer is twisted or weakened.

Pushing Forward

When you're not sure what's next or you roll doubles, roll an Element and Event and interpret them as a surprise event.

Goals

When you set a goal, explore 1d6 rooms before rolling again. Add +1 to each roll after the first; on a 7+ it's in the next room.

	1	2	3	4	5	6
1-2:	beast	sentient beast	elf	goblinoid	spider	demihuman
3-4:	insect	sentient undead	demon	automaton	elemental	magic beast
5-6:	plant	mindless undead	vermin	humanoid	aberration	abomination

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I've made my hero using the rules in the handbook; it's time to roll a starting scene. I roll a d6 and get a 1.

lost in the desert • at sea • in a tavern • in a forest • in a tomb • in a fight!

I'm lost in the desert after a bandit attack on my caravan.

Is there anything nearby? 6; yes, and… it's large. A pyramid? 5, yes.

I head in, looking for resources.

∽

So what's this room like?

crumbling • dirty • disused • smooth • lavish • slippery

large • small • medium • cavern • great • chamber

sleep • eat • hygiene • prison • work • play

A crumbling (1), dirty (2) cavern (4) that's used for sleeping (1)? Sounds like a barracks.

[2-] Monster • [3] Trap • [4] Special • [5+] Empty

A monster (1), a hungry (1-4) spider (2-5)! Time to use the system mechanics. I look up a stat block, then roll to sneak by.

Failure! It's a fight! I turn to the "Combat" section of my rulebook…

∽

I've fought my way down, to a room with a Special feature (4).

A statue (1-2), of the Sun (6-1). Is it portable? (1) No, and it weighs a ton.

Recklessly, I touch it.

loss • weaker • injury • attack • stronger • gain

Stronger 5). Is it temporary? (5) Yes. I look up a potion to use as the base.

∽

What Does It Do?

1	Search	2	Steal	3	Fix
4	Hunt	5	Build	6	Kill

Why?

1	Rebel	2	History	3	Desire
4	Honor	5	Mistake	6	Debt

Room Contents

	1		2		3		4		5		6
1	Cage		Statue		Sack		Box		Draft		Body
2	Bucket		Perfume		Blood		Cauldron		Scrolls		Chest
3	Pedestal		Wet floor		Mural		Furniture		Golem		Mirror
4	Lake		Fountain		Jars		Bed		Camp		Rack
5	Forge		Pack		Books		Grate		Niche		Hole
6	Nest		Bones		Altar		Rubble		Chain		Toy

Elements (Literal or Figurative)

	1		2		3		4		5		6
1	Rider		Clover		Ship		House		Tree		Clouds
2	Snake		Coffin		Bouquet		Scythe		Whip		Birds
3	Child		Fox		Bear		Stars		Storks		Dog
4	Tower		Garden		Mountain		Crossroad		Mice		Heart
5	Ring		Book		Letter		Man		Woman		Lily
6	Sun		Moon		Key		Fish		Anchor		Cross

Time to move. How many exits? 1 (a d6, divided by 2, and rounded up).

north • south • east • west • up • down

straight • bend left • bend right • slope up • slope down • doubles back

Looks like I'm headed down (6), on a slope (5). Adventure awaits!

∽

What's the NPC Do?

1	Indulges	2	Betrays	3	Fails
4	Helps	5	Reveals	6	Flees

Event

1	Injury	2	Escalation	3	Backfire!
4	NPC	5	Obstacle	6	Reversal